

Action:

(B SATISFIED WITH)

HIMSELF

B/ THE END.

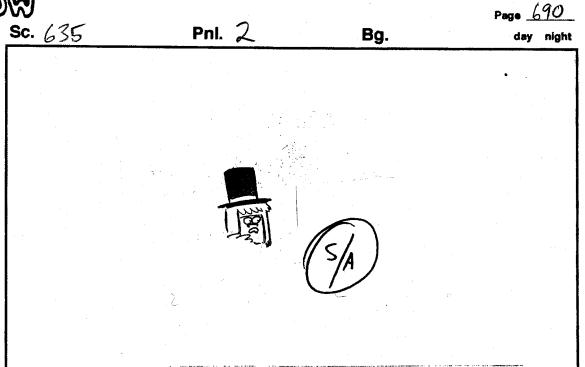
Timing:

Dialog:

Production

EPISODE #:

(BEAT)



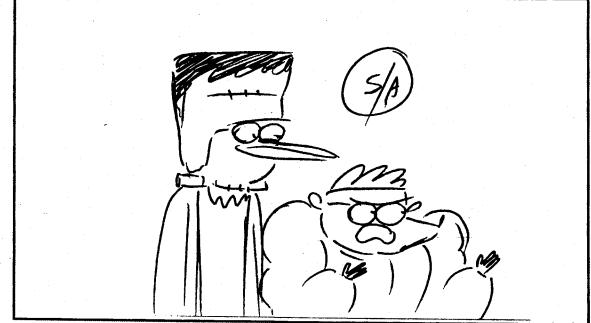
Dialog:

Action:

Timing:

MM/ WHOA. HARSH, BRO.

Page 691



Bg.

Pnl. 2

Dialog:

Action:

MY YEAH, I THINK WE'RE: A LITTLE SMARTER THAN THAT, BENSON,

RY YEAH! PLUS, THERE'S NO WAY YOU COULD LIFT POPS, SKIPS, AND MUSCLE MAN!

Pnl. Z

Bg.

Page 672

day night



Dialog:

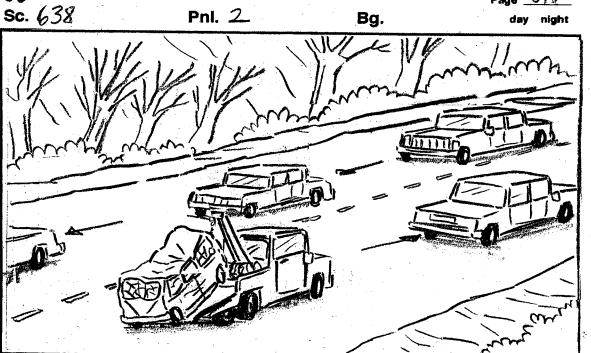
B/ IT'S MY STORY!

Action:

B/ I'LL TELL IT HOW I WANT IT!

Timing:

EPISODE #:

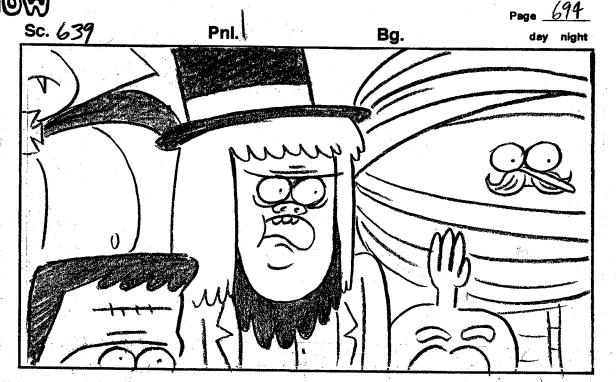


TRUCK STUCK IN TRAFFIC

(CARS MOVE FORWARD)

Timing:

Action:

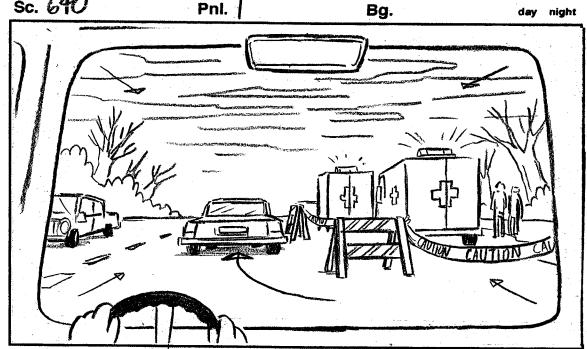


TRUCK MOVES)

Timing:

Action:

MM/UGH, FINALLY! I THOUGHT THIS TRAFFIC WOULD NEVER CLEAR OUT.



MM/ PARTY'S ON!

Action:

Timing:

P.O.V. OF TRUCK ROADBLOCK SIGN
APPROACHES

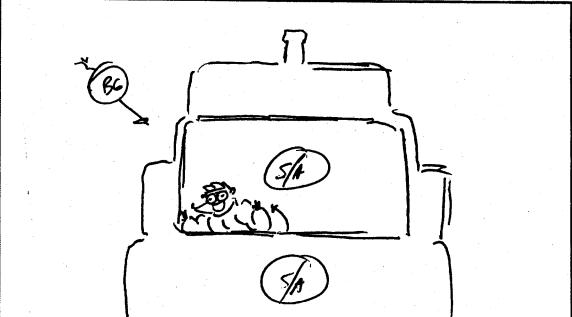
Production

EPISODE #

Pni. 2

day night

sc. 641 Pnl. Bg.



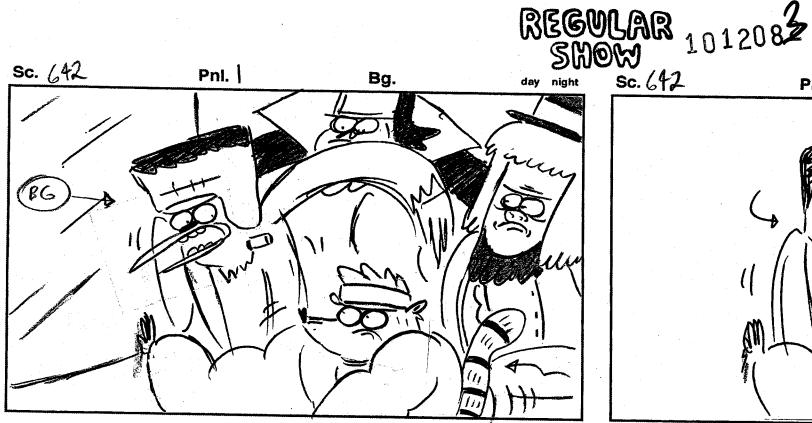
Bg.

WHOA, LOOKS LIKE THERE WAS AN Action:

Dialog:

ACCIDENT ... Timing:

NO WAY! I WANNA SEE!





M/ HEY DUDE, THAT'S CALLED RUBBER-NECKING.

M - THAT IS NOT COOL.

Timing:

Action:

Sc. (42 Pnl. 3 Bg.

Sc. 642

Pnl. 4

Bg.

Page 698

day night

Dialog:

Action:

Timing:

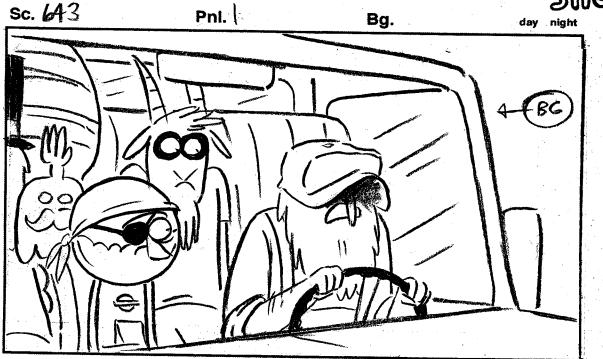
R/ YOU'RE A
RUBBER-NECK!

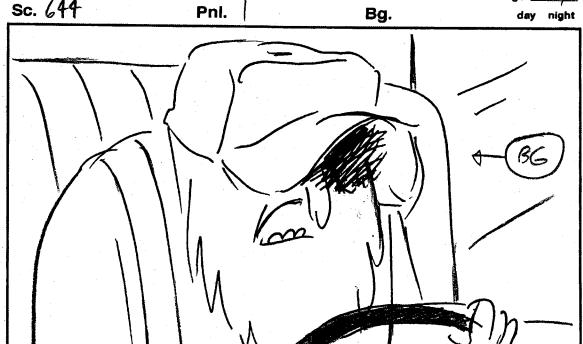
ALT) -> R/ YOU'RE
NOT COOL,
YOU RUBBER NECK!

R/ MOVE OVER I WANNA SEE! (SUDES OVER TO LOOK)



1012083





DRIVER/ DON'T WORRY ...

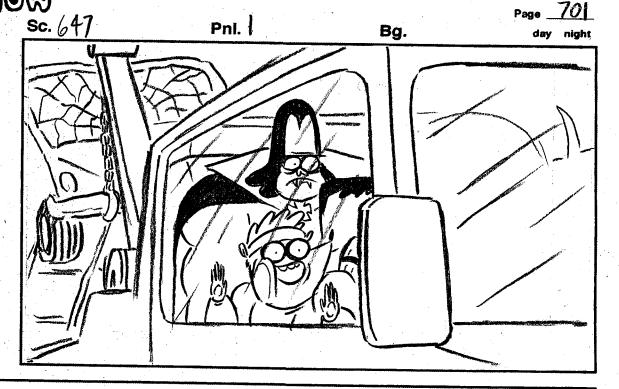
Action:

Dialog:

Timing:

D/ I'LL DRIVE BY NICE AND SLOW FOR YA SO YOU CAN GET A GOOD LOOK...

EPISODE #:



TRUCK-IN ON)

Timing:

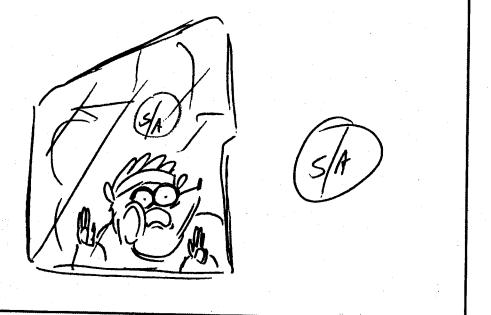
(RIGBY PRESSED UP)
AGAINST GLASS)

Pnl. 3

Bg.

Page 702

day night





Dialog:

(SMILE SLOWLY)
FADES

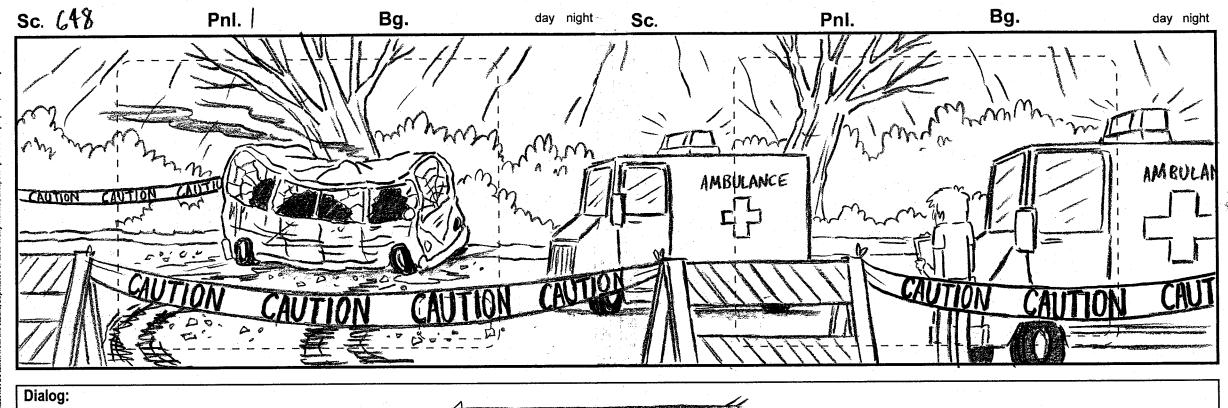
R/ GUYS...

Timing:

Action:

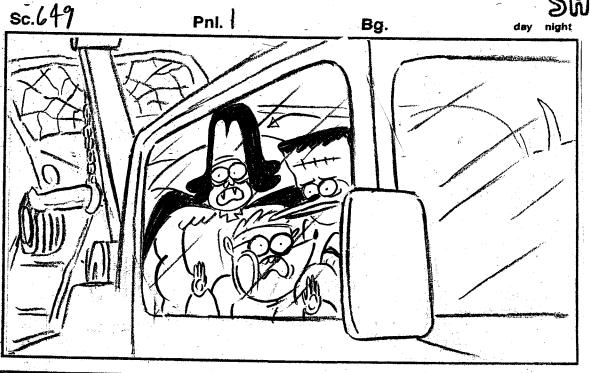
Production:

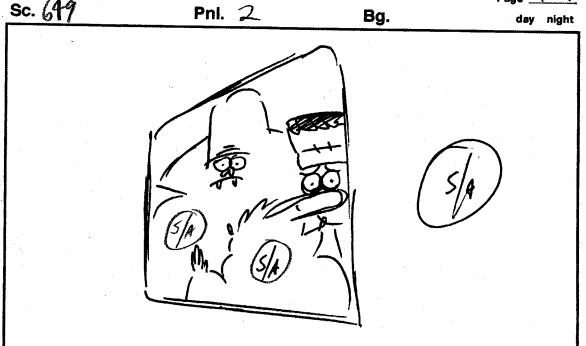
EPISODE #:



PAN)

Action:
\[\begin{align*} PAN PAST AMBULANCES TO SKIPS' VAN \\ WRAPPED AROUND TREE. \end{align*}

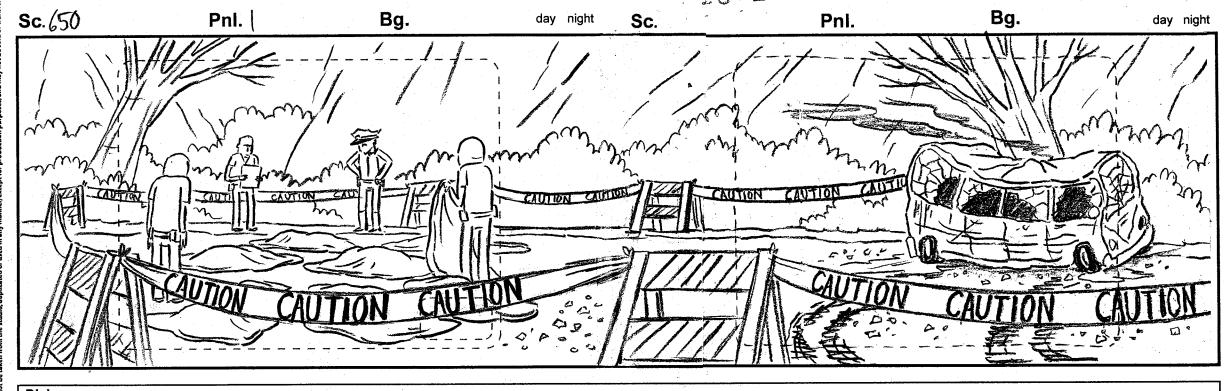




Action:

HEY, THAT LOOKS JUST LIKE MY VAN...

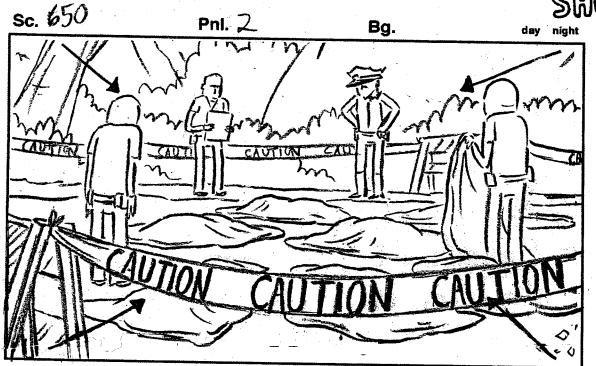
M/ WHAT IS GOING 0000N...??

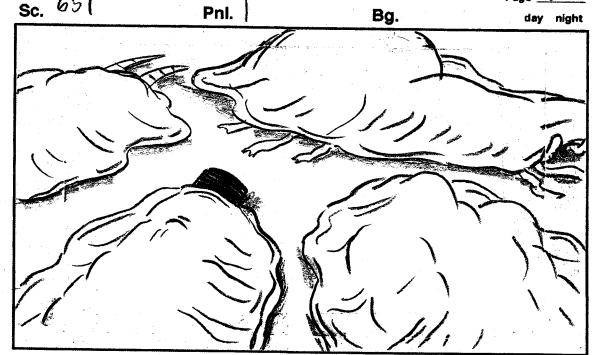


Action:

PAN FROM VAN TO PARAMEDICS

SURROUNDING COVERED OBJECTS ON GROUND.





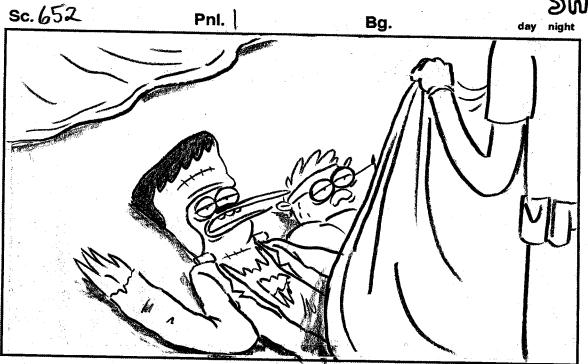
SFX/ = MUSIC STING! =

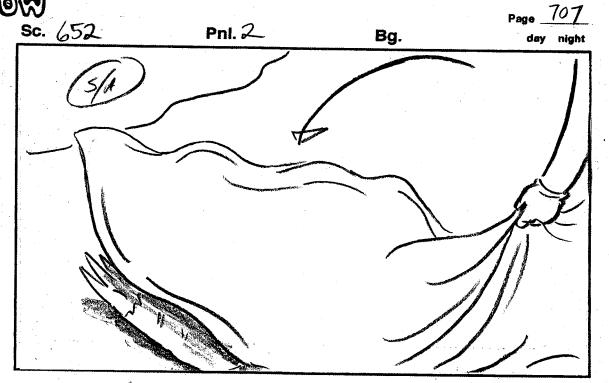
Action:

Timing:

FAST TRUCK-IN ON BODIES COVERED IN SHEETS LYING IN ROAD.

QUICK SHOT OF THEIR BODIES OUTLINED IN SHEETS





(M + R LIE DEAD ON)
GROUND

PARAMEDIC LAYS SHEET)
OVER THEM.

Timing:

Action:

Production:

PAN UP TO PARAMEDIC HOLDING SHEET OVER THEM.

SHEET COVERS THEIR FACES COMPLETELY.



SFX = MUSIC STING! =

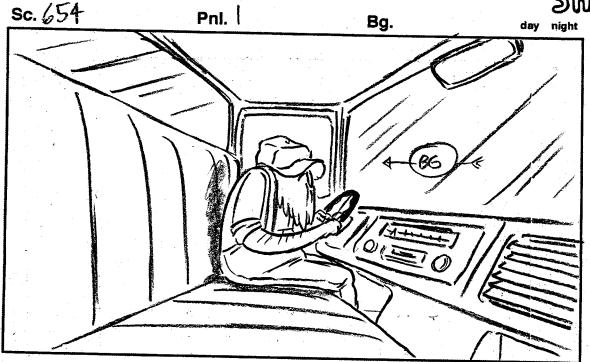
Dialog:

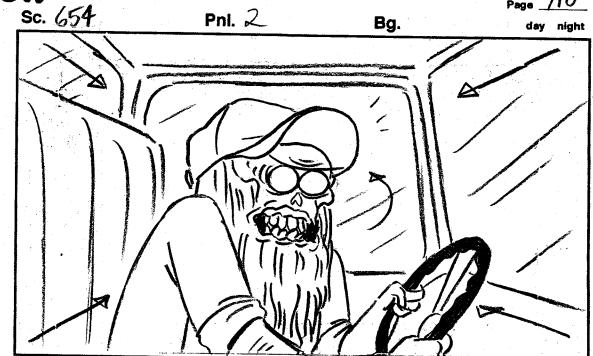
Timing:

(PARAMEDIC TURNS -REVEALS SKULL FACE) AU/ AAAGGGHH!

(FAST TRUCK-IN ON)
THEM

Page 110





Dialog:

(DRIVER FACES AWAY)
FROM THEM

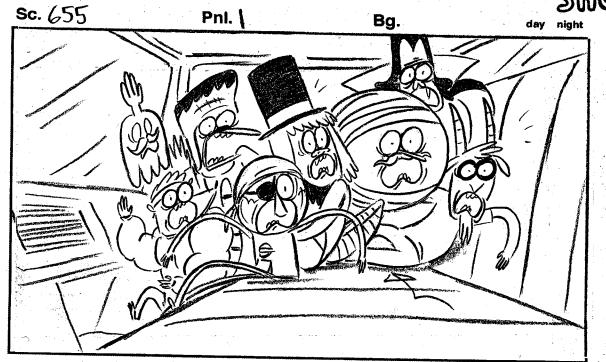
Timing:

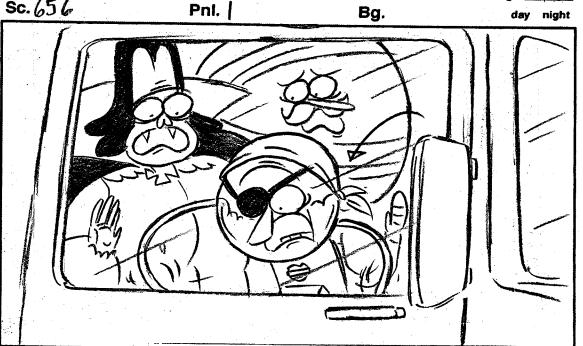
Action:

SFX/ = MUSIC STING! =

FAST TRUCK-IN ON DRIVER REVEALING SKULL FACE.

Page 111





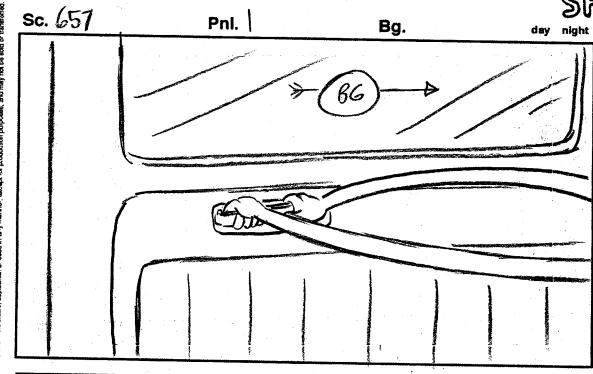
Dialog:

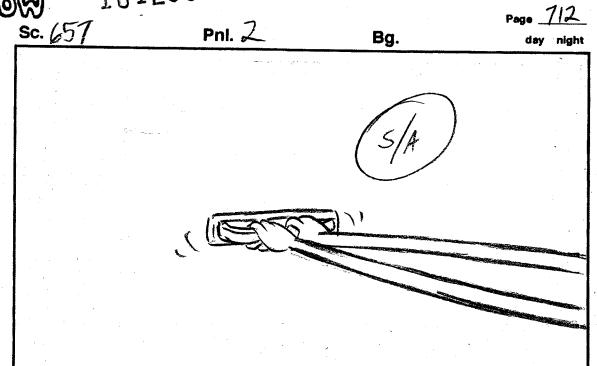
AU/ AAAAGGGHH!!

Action:

Timing:

B/GAHHH!
(B GOES FOR DOOR)





Dialog:		
	CYCLE)	
Action:	(B STRUGGLES TO OPEN)	
Timing:		

EPISODE #:

. acjanion

 •
l

sc. 659	Pnl.)	Bg.	day night Sc.	Pnl.	Bg.	Page 714 day night
		trace				
and a				Wife -		
\ <u>\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\</u>	~ (PAN			

	-
Dialog:	

Timing:

PAN FROM TRUCK
SPEEDING UP DOWN
TO THE ROAD.

(VORTEX OPENS UP

Timing:

SFX = SHOOM! = (FLAMES BURST FROM) OPENING EPISODE #:

Page 715

day night

Production

TRUCK P.O.V. APPROACHING) —

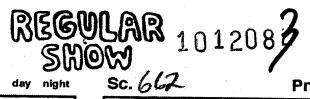
(OPENING GROWS)

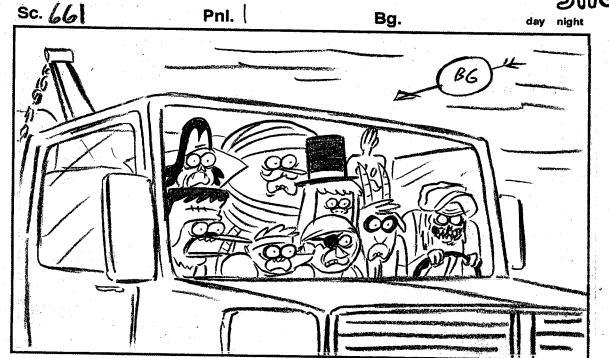
Timing:

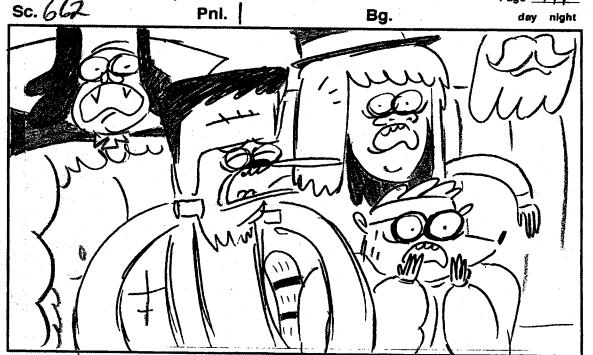
Action:

Production:

EPISODE #:







ALL SCREAMING

Action:

Timing:

M/ THIS CAN'T BE
HAPPENING! THIS CAN'T
BE HAPPENING!

Pnl. 2

Bg.

Bg.

day night

Dialog:

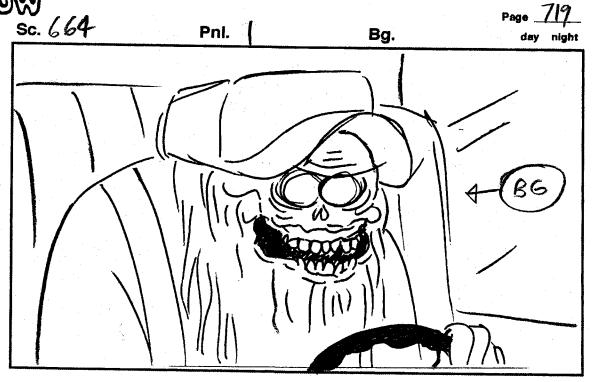
BY ALL I WANTED WAS TO DRIVER/ HAHAHA!

GO TO THE PARTYYYY!! ——

Timing:

Action:

EPISODE #:



DON'T YOU FELLAS WORRY...

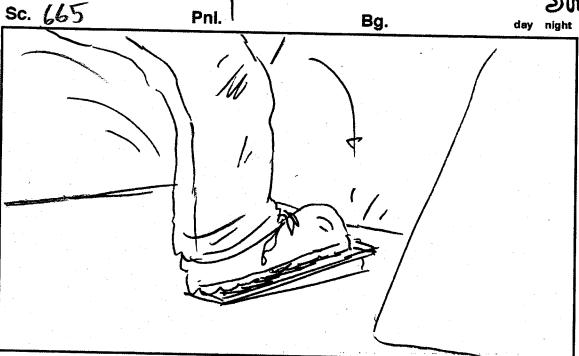
Action: WO

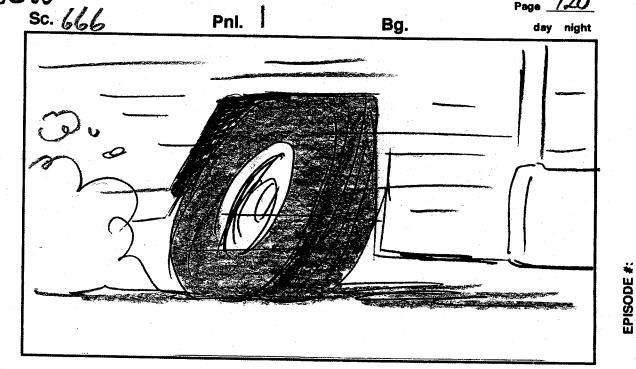
PARTIES WHERE WE'RE

GOIN'!

Timing:

roduction :





Action:

SFX/=SLAM!=
(HITS GAS REALLY HARD)

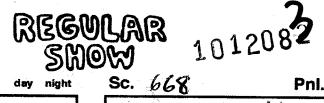
SFX/ = VROOOM! = (WHEELS SPEED UP)

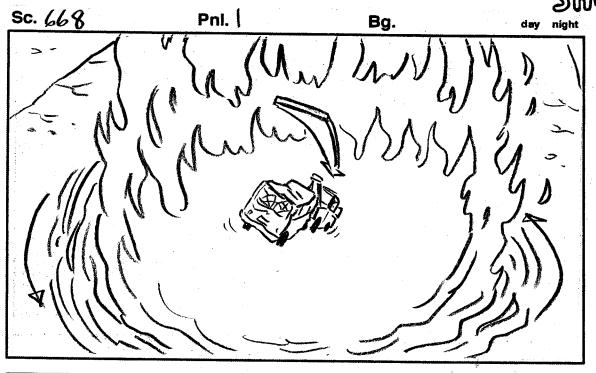
TRUCK LEAPS INTO THE AIR
AND DIVES INTO FIERY OPENING.

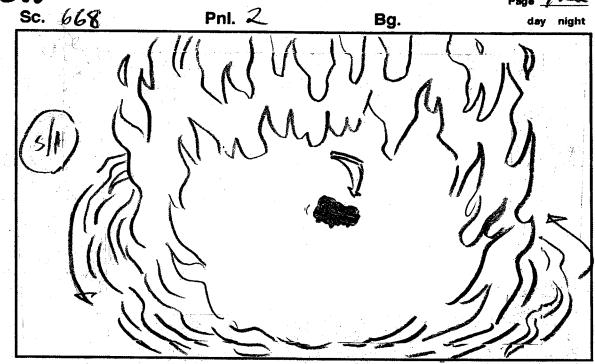
Production :

EPISODE#

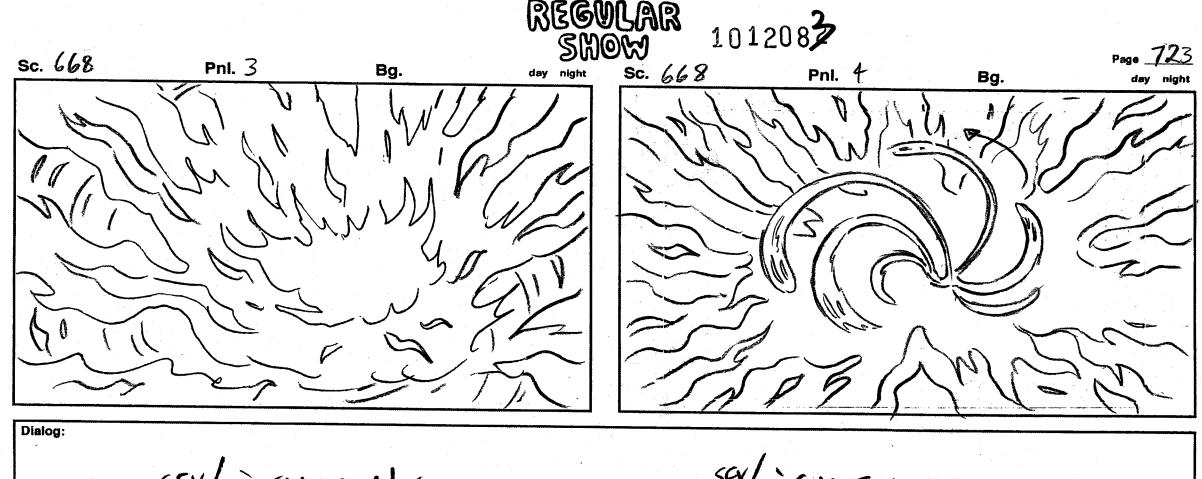
Page 722







Dialog:			
	AU/ = SCREAMING :		
Action:	/TRUCK DIVES INTO		
Action,	(TRUCK DIVES INTO) FLAMES		
Timing:			



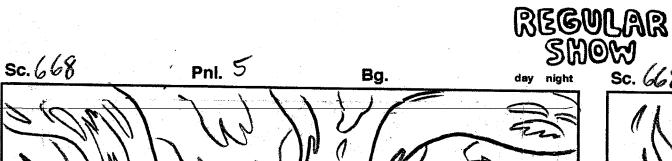
SFX/= SHOOM! =

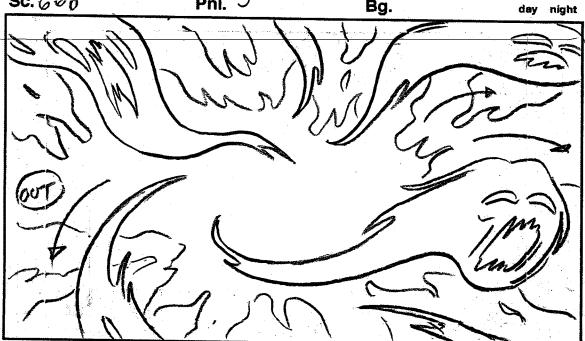
(FLAMES SHOOT UP-)

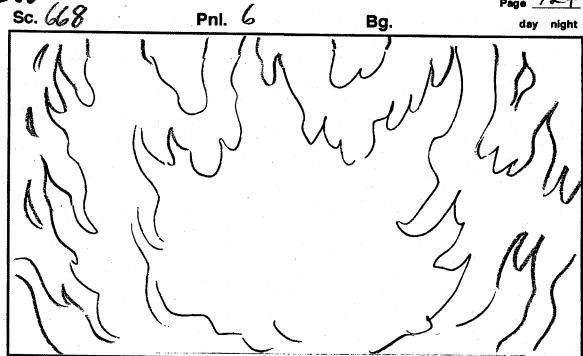
FILL SCREEN

Timing:

SPIRITS SWIRL TOWARDS CAMERA FROM FLAMES







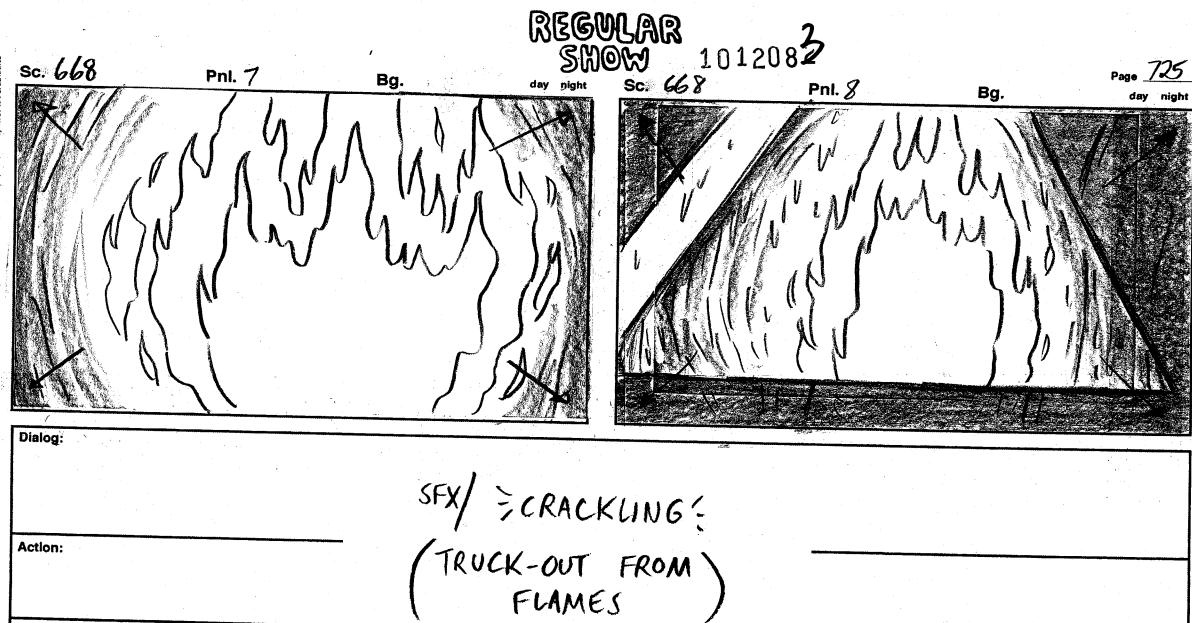
Dialog: SFX/; GHOSTLY HOWLING:

(SPIRITS SPIRAL OFF) Action:

SFX/ = CRACKLING ;

(FLAMES CRACKLE)

				ï	
	-	_	-	-	7
			•		1
					1
					1
					1
					•
					ı
					1
					1
					1
					1
					ł
					1
_	-		_	_	4
					1
					ı
					1
					ı
					1
					1
					1
					ı
			-		1
					1
					1
					ı
					ı
					ı
					1
					1
					1
					•
-	-		_		J



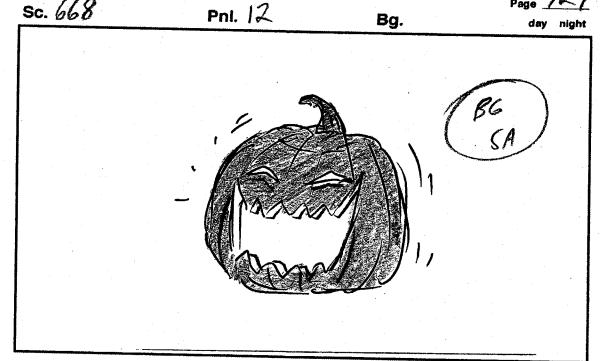
Dial	og:

SFX/ = CRACKLING =

TRUCK-OUT FURTHER

TO REVEAL FLAMES

INSIDE JACK-O-LANTERN)



•			

Timing:

Dialog:

SFX = MANIACAL LAUGHTER ?

/ TRUCK-OUT FURTHER)
- JACK-O-LANTERN SITS
(AGAINST BLACK BG CARD)

Actio

TACK-O-LANTERN/
HAPPY HALLOWEEEEN!

Timin

Production:

EPISODE #: